

# Basic Fantasy Ultimate Character Charts

## A Basic Fantasy RPG Play Aid

### Release 4

Copyright © 2011, 2014 John Fredericks  
and Sean D. Spencer.

All Rights Reserved

Distributed under the terms of the Open  
Game License version 1.0a

On the following pages, you will find character charts for all of the four core races and their allowed character classes for the Basic Fantasy Roleplaying Game. The Elf Fighter/Magic-User and Elf Magic-User/Thief combination classes are also presented. The charts are alphabetical by race and class, and consolidate those figures that are adjusted by level, such as saving throws and Thief abilities.

These charts are not meant to replace the ones in the book or other online supplements (like “Charts and Tables” by Simone Felli, an excellent resource). However, they can be used to quickly fill in a character sheet for:

- Replacement PC's (“Oh no, the ooze got Larri!”)
- Pregenerated PC's for home or convention game (“But I wanted to play an Elf Magic-User/Thief!”)
- NPC's (“Maybe I saw the bugbear go by here, and maybe I didn't.”)
- Villains (“...if it weren't for you meddling kids!”)

All of the charts fit on one page for easy printing. Say you want a fifth level dwarf thief? Just lay a ruler across the row and you will have much of the information needed for your character easily available. Abbreviated race restrictions and special abilities are listed below each chart.

Hope you find the sheets useful, and pleasant gaming.

## Dwarf Cleric

Level	XP	Hit Dice	Attack Bonus	Death Ray or Poison	Saving Throws			Spells	Spells						Cleric vs. Undead (Hit Dice)									
					Magic Wands	Paralysis or Petrify	Dragon Breath		1	2	3	4	5	6	1 HD	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD	9+ HD	
1	0	1d6	+1	7	8	10	13	11	-	-	-	-	-	-	13	17	19	No	No	No	No	No	No	
2	1,500	2d6	+1	6	7	9	12	10	1	-	-	-	-	-	11	15	18	20	No	No	No	No	No	
3	3,000	3d6	+2	6	7	9	12	10	2	-	-	-	-	-	9	13	17	19	No	No	No	No	No	
4	6,000	4d6	+2	5	6	9	12	10	2	1	-	-	-	-	7	11	15	18	20	No	No	No	No	
5	12,000	5d6	+3	5	6	9	12	10	2	2	-	-	-	-	5	9	13	17	19	No	No	No	No	
6	24,000	6d6	+3	5	6	8	11	9	2	2	1	-	-	-	3	7	11	15	18	20	No	No	No	
7	48,000	7d6	+4	5	6	8	11	9	3	2	2	-	-	-	2	5	9	13	17	19	No	No	No	
8	90,000	8d6	+4	4	5	8	11	9	3	2	2	1	-	-	T	3	7	11	15	18	20	No	No	
9	180,000	9d6	+5	4	5	8	11	9	3	3	2	2	-	-	T	2	5	9	13	17	19	No	No	
10	270,000	9d6+1	+5	4	5	7	10	8	3	3	2	2	1	-	T	T	3	7	11	15	18	20	No	
11	360,000	9d6+2	+5	4	5	7	10	8	4	3	3	2	2	-	D	T	2	5	9	13	17	19	No	
12	450,000	9d6+3	+6	3	4	7	10	8	4	4	3	2	2	1	D	T	T	3	7	11	15	18	20	
13	540,000	9d6+4	+6	3	4	7	10	8	4	4	3	3	2	2	D	D	T	2	5	9	13	17	19	
14	630,000	9d6+5	+6	3	4	6	9	7	4	4	4	3	2	2	D	D	T	T	3	7	11	15	18	
15	720,000	9d6+6	+7	3	4	6	9	7	4	4	4	3	3	2	D	D	D	T	2	5	9	13	17	
16	810,000	9d6+7	+7	2	3	6	9	7	5	4	4	3	3	2	D	D	D	T	T	3	7	11	15	
17	900,000	9d6+8	+7	2	3	6	9	7	5	5	4	3	3	2	D	D	D	D	T	2	5	9	13	
18	990,000	9d6+9	+8	2	3	5	8	6	5	5	4	4	3	3	D	D	D	D	T	T	3	7	11	
19	1,080,000	9d6+10	+8	2	3	5	8	6	6	5	4	4	3	3	D	D	D	D	D	T	2	5	9	
20	1,170,000	9d6+11	+8	1	2	5	8	6	6	5	5	4	3	3	D	D	D	D	D	T	T	3	7	

DWARF [CON >9, CHA <17]: Darkvision, Slanting passages, traps, shifting walls, new construction (1-2)

## Dwarf Fighter

Level	XP	Hit Dice	Attack Bonus	Death Ray or Poison	Saving Throws			Spells
					Magic Wands	Paralysis or Petrify	Dragon Breath	
1	0	1d8	+1	8	9	10	12	13
2	2,000	2d8	+2	7	8	10	12	12
3	4,000	3d8	+2	7	8	10	12	12
4	8,000	4d8	+3	7	7	9	11	11
5	16,000	5d8	+4	7	7	9	11	11
6	32,000	6d8	+4	6	7	8	11	11
7	64,000	7d8	+5	6	7	8	11	11
8	120,000	8d8	+6	5	6	8	10	10
9	240,000	9d8	+6	5	6	8	10	10
10	360,000	9d8+2	+6	5	5	7	9	9
11	480,000	9d8+4	+7	5	5	7	9	9
12	600,000	9d8+6	+7	4	5	6	9	9
13	720,000	9d8+8	+8	4	5	6	9	9
14	840,000	9d8+10	+8	3	4	6	8	8
15	960,000	9d8+12	+8	3	4	6	8	8
16	1,080,000	9d8+14	+9	3	3	5	7	7
17	1,200,000	9d8+16	+9	3	3	5	7	7
18	1,320,000	9d8+18	+10	2	3	4	7	7
19	1,440,000	9d8+20	+10	2	3	4	7	7
20	1,560,000	9d8+22	+10	1	2	4	6	6

DWARF [CON >9, CHA <17]: Darkvision, Slanting passages, traps, shifting walls, new construction (1-2)

## Dwarf Thief

Level	XP	Hit Dice	Attack Bonus	Death Ray or Poison	Saving Throws			Spells	Thieves Special Abilities						
					Magic Wands	Paralysis or Petrify	Dragon Breath		Open Locks	Rem. Traps	Pick Pock	Move Silent	Climb Walls	Hide	Listen
1	0	1d4	+1	9	10	9	13	11	25	20	30	25	80	10	30
2	1,250	2d4	+1	8	10	8	12	10	30	25	35	30	81	15	34
3	2,500	3d4	+2	8	10	8	12	10	35	30	40	35	82	20	38
4	5,000	4d4	+2	7	9	8	11	9	40	35	45	40	83	25	42
5	10,000	5d4	+3	7	9	8	11	9	45	40	50	45	84	30	46
6	20,000	6d4	+3	7	9	7	10	9	50	45	55	50	85	35	50
7	40,000	7d4	+4	7	9	7	10	9	55	50	60	55	86	40	54
8	75,000	8d4	+4	6	8	7	9	8	60	55	65	60	87	45	58
9	150,000	9d4	+5	6	8	7	9	8	65	60	70	65	88	50	62
10	225,000	9d4+2	+5	5	8	6	8	7	68	63	74	68	89	53	65
11	300,000	9d4+4	+5	5	8	6	8	7	71	66	78	71	90	56	68
12	375,000	9d4+6	+6	5	6	6	7	7	74	69	82	74	91	59	71
13	450,000	9d4+8	+6	5	6	6	7	7	77	72	86	77	92	62	74
14	525,000	9d4+10	+6	4	6	5	6	6	80	75	90	80	93	65	77
15	600,000	9d4+12	+7	4	6	5	6	6	83	78	94	83	94	68	80
16	675,000	9d4+14	+7	3	5	5	5	5	84	79	95	85	95	69	83
17	750,000	9d4+16	+7	3	5	5	5	5	85	80	96	87	96	70	86
18	825,000	9d4+18	+8	3	5	4	4	5	86	81	97	89	97	71	89
19	900,000	9d4+20	+8	3	5	4	4	5	87	82	98	91	98	72	92
20	975,000	9d4+22	+8	2	4	4	3	4	88	83	99	93	99	73	95

DWARF [CON >9, CHA <17]: Darkvision, Slanting passages, traps, shifting walls, new construction (1-2)

## Elf Cleric

Level	XP	Hit Dice	Attack Bonus	Saving Throws				Spells	Spells						Cleric vs. Undead (Hit Dice)								
				Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath		1	2	3	4	5	6	1 HD	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD	9+ HD
1	0	1d6	+1	11	10	13	16	13	-	-	-	-	-	-	13	17	19	No	No	No	No	No	No
2	1,500	2d6	+1	10	9	12	15	12	1	-	-	-	-	-	11	15	18	20	No	No	No	No	No
3	3,000	3d6	+2	10	9	12	15	12	2	-	-	-	-	-	9	13	17	19	No	No	No	No	No
4	6,000	4d6	+2	9	8	12	15	12	2	1	-	-	-	-	7	11	15	18	20	No	No	No	No
5	12,000	5d6	+3	9	8	12	15	12	2	2	-	-	-	-	5	9	13	17	19	No	No	No	No
6	24,000	6d6	+3	9	8	11	14	11	2	2	1	-	-	-	3	7	11	15	18	20	No	No	No
7	48,000	7d6	+4	9	8	11	14	11	3	2	2	-	-	-	2	5	9	13	17	19	No	No	No
8	90,000	8d6	+4	8	7	11	14	11	3	2	2	1	-	-	T	3	7	11	15	18	20	No	No
9	180,000	9d6	+5	8	7	11	14	11	3	3	2	2	-	-	T	2	5	9	13	17	19	No	No
10	270,000	9d6+1	+5	8	7	10	13	10	3	3	2	2	1	-	T	T	3	7	11	15	18	20	No
11	360,000	9d6+2	+5	8	7	10	13	10	4	3	3	2	2	-	D	T	2	5	9	13	17	19	No
12	450,000	9d6+3	+6	7	6	10	13	10	4	4	3	2	2	1	D	T	T	3	7	11	15	18	20
13	540,000	9d6+4	+6	7	6	10	13	10	4	4	3	3	2	2	D	D	T	2	5	9	13	17	19
14	630,000	9d6+5	+6	7	6	9	12	9	4	4	4	3	2	2	D	D	T	T	3	7	11	15	18
15	720,000	9d6+6	+7	7	6	9	12	9	4	4	4	3	3	2	D	D	D	T	2	5	9	13	17
16	810,000	9d6+7	+7	6	5	9	12	9	5	4	4	3	3	2	D	D	D	T	T	3	7	11	15
17	900,000	9d6+8	+7	6	5	9	12	9	5	5	4	3	3	2	D	D	D	D	T	2	5	9	13
18	990,000	9d6+9	+8	6	5	8	11	8	5	5	4	4	3	3	D	D	D	D	T	T	3	7	11
19	1,080,000	9d6+10	+8	6	5	8	11	8	6	5	4	4	3	3	D	D	D	D	D	T	2	5	9
20	1,170,000	9d6+11	+8	5	4	8	11	8	6	5	5	4	3	3	D	D	D	D	D	T	T	3	7

ELF [CON≤17]: Darkvision, Ghoul immunity, Secret door (1-2), Surprised (1 in 1d6)

## Elf Fighter

Level	XP	Hit Dice	Attack Bonus	Saving Throws				Spells
				Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	
1	0	1d6	+1	12	11	13	15	15
2	2,000	2d6	+2	11	10	13	15	14
3	4,000	3d6	+2	11	10	13	15	14
4	8,000	4d6	+3	11	9	12	14	13
5	16,000	5d6	+4	11	9	12	14	13
6	32,000	6d6	+4	10	9	11	14	13
7	64,000	7d6	+5	10	9	11	14	13
8	120,000	8d6	+6	9	8	11	13	12
9	240,000	9d6	+6	9	8	11	13	12
10	360,000	9d6+2	+6	9	7	10	12	11
11	480,000	9d6+4	+7	9	7	10	12	11
12	600,000	9d6+6	+7	8	7	9	12	11
13	720,000	9d6+8	+8	8	7	9	12	11
14	840,000	9d6+10	+8	7	6	9	11	10
15	960,000	9d6+12	+8	7	6	9	11	10
16	1,080,000	9d6+14	+9	7	5	8	10	9
17	1,200,000	9d6+16	+9	7	5	8	10	9
18	1,320,000	9d6+18	+10	6	5	7	10	9
19	1,440,000	9d6+20	+10	6	5	7	10	9
20	1,560,000	9d6+22	+10	5	3	7	9	8

ELF [CON $\leq$ 17]: Darkvision, Ghoul immunity, Secret door (1-2), Surprised (1 in 1d6)

## Elf Fighter/Magic-User

Level	XP	Hit Dice	Attack Bonus	Death Ray or Poison	Saving Throws			Spells	Spells					
					Magic Wands	Paralysis or Petrify	Dragon Breath		1	2	3	4	5	6
1	0	1d6	+1	12	11	12	15	13	1	-	-	-	-	-
2	4,500	2d6	+2	11	10	12	15	12	2	-	-	-	-	-
3	9,000	3d6	+2	11	10	12	15	12	2	1	-	-	-	-
4	18,000	4d6	+3	11	9	11	14	11	2	2	-	-	-	-
5	36,000	5d6	+4	11	9	11	14	11	2	2	1	-	-	-
6	72,000	6d6	+4	10	9	10	14	11	3	2	2	-	-	-
7	144,000	7d6	+5	10	9	10	14	11	3	2	2	1	-	-
8	270,000	8d6	+6	9	8	9	13	10	3	3	2	2	-	-
9	540,000	9d6	+6	9	8	9	13	10	3	3	2	2	1	-
10	810,000	9d6+2	+6	9	7	8	12	9	4	3	3	2	2	-
11	1,080,000	9d6+4	+7	9	7	8	12	9	4	4	3	2	2	1
12	1,350,000	9d6+6	+7	8	7	8	12	9	4	4	3	3	2	2
13	1,620,000	9d6+8	+8	8	7	8	12	9	4	4	4	3	2	2
14	1,890,000	9d6+10	+8	7	6	7	11	8	4	4	4	3	3	2
15	2,160,000	9d6+12	+8	7	6	7	11	8	5	4	4	3	3	2
16	2,430,000	9d6+14	+9	7	5	6	10	7	5	5	4	3	3	2
17	2,700,000	9d6+16	+9	7	5	6	10	7	5	5	4	4	3	3
18	2,970,000	9d6+18	+10	6	5	5	10	7	6	5	4	4	3	3
19	3,240,000	9d6+20	+10	6	5	5	10	7	6	5	5	4	3	3
20	3,510,000	9d6+22	+10	5	4	4	9	6	6	5	5	4	4	3

ELF [CON $\leq$ 17]: Darkvision, Ghoul immunity, Secret door (1-2), Surprised (1 in 1d6)

## Elf Magic-User/Thief

Level	XP	Hit Dice	Attack Bonus	Death Ray or Poison	Saving Throws			Dragon Breath	Spells	Spells						Thieves Special Abilities					
					Magic Wands	Paralysis or Petrify				1	2	3	4	5	6	Open Locks	Rem. Traps	Pick Pock	Move Silent	Climb Walls	Hide
1	0	1d4	+1	13	12	12	16	13	1	-	-	-	-	-	25	20	30	25	80	10	30
2	3,750	2d4	+1	12	12	11	15	12	2	-	-	-	-	-	30	25	35	30	81	15	34
3	7,500	3d4	+2	12	12	11	15	12	2	1	-	-	-	-	35	30	40	35	82	20	38
4	15,000	4d4	+2	11	11	11	14	11	2	2	-	-	-	-	40	35	45	40	83	25	42
5	30,000	5d4	+3	11	11	11	14	11	2	2	1	-	-	-	45	40	50	45	84	30	46
6	60,000	6d4	+3	11	10	10	13	11	3	2	2	-	-	-	50	45	55	50	85	35	50
7	120,000	7d4	+4	11	10	10	13	11	3	2	2	1	-	-	55	50	60	55	86	40	54
8	225,000	8d4	+4	10	9	9	12	10	3	3	2	2	-	-	60	55	65	60	87	45	58
9	450,000	9d4	+5	10	9	9	12	10	3	3	2	2	1	-	65	60	70	65	88	50	62
10	675,000	9d4+2	+5	9	8	8	11	9	4	3	3	2	2	-	68	63	74	68	89	53	65
11	900,000	9d4+4	+5	9	8	8	11	9	4	4	3	2	2	1	71	66	78	71	90	56	68
12	1,125,000	9d4+6	+6	9	8	8	10	9	4	4	3	3	2	2	74	69	82	74	91	59	71
13	1,350,000	9d4+8	+6	9	8	8	10	9	4	4	4	3	2	2	77	72	86	77	92	62	74
14	1,575,000	9d4+10	+6	8	7	7	9	8	4	4	4	3	3	2	80	75	90	80	93	65	77
15	1,800,000	9d4+12	+7	8	7	7	9	8	5	4	4	3	3	2	83	78	94	83	94	68	80
16	2,025,000	9d4+14	+7	7	7	6	8	7	5	5	4	3	3	2	84	79	95	85	95	69	83
17	2,250,000	9d4+16	+7	7	7	6	8	7	5	5	4	4	3	3	85	80	96	87	96	70	86
18	2,470,000	9d4+18	+8	7	5	5	7	7	6	5	4	4	3	3	86	81	97	89	97	71	89
19	2,700,000	9d4+20	+8	7	5	5	7	7	6	5	5	4	3	3	87	82	98	91	98	72	92
20	2,925,000	9d4+22	+8	6	4	4	6	6	6	5	5	4	4	3	88	83	99	93	99	73	95

ELF [CON $\leq$ 17]: Darkvision, Ghoul immunity, Secret door (1-2), Surprised (1 in 1d6)



## Elf Magic-User

Level	XP	Hit Dice	Attack bonus	Death Ray or Poison	Saving Throws			Spells	Spells					
					Magic Wands	Paralysis or Petrify	Dragon Breath		1	2	3	4	5	6
1	0	1d4	+1	13	12	12	16	13	1	-	-	-	-	-
2	2,500	2d4	+1	13	12	12	15	12	2	-	-	-	-	-
3	5,000	3d4	+1	13	12	12	15	12	2	1	-	-	-	-
4	10,000	4d4	+2	12	11	11	15	11	2	2	-	-	-	-
5	20,000	5d4	+2	12	11	11	15	11	2	2	1	-	-	-
6	40,000	6d4	+3	12	10	10	14	11	3	2	2	-	-	-
7	80,000	7d4	+3	12	10	10	14	11	3	2	2	1	-	-
8	150,000	8d4	+3	11	9	9	14	10	3	3	2	2	-	-
9	300,000	9d4	+4	11	9	9	14	10	3	3	2	2	1	-
10	450,000	9d4+1	+4	11	8	8	13	9	4	3	3	2	2	-
11	600,000	9d4+2	+4	11	8	8	13	9	4	4	3	2	2	1
12	750,000	9d4+3	+4	10	8	8	13	9	4	4	3	3	2	2
13	900,000	9d4+4	+5	10	8	8	13	9	4	4	4	3	2	2
14	1,050,000	9d4+5	+5	10	7	7	12	8	4	4	4	3	3	2
15	1,200,000	9d4+6	+5	10	7	7	12	8	5	4	4	3	3	2
16	1,350,000	9d4+7	+6	9	6	6	12	7	5	5	4	3	3	2
17	1,500,000	9d4+8	+6	9	6	6	12	7	5	5	4	4	3	3
18	1,650,000	9d4+9	+6	9	5	5	11	7	6	5	4	4	3	3
19	1,800,000	9d4+10	+7	9	5	5	11	7	6	5	5	4	3	3
20	1,950,000	9d4+11	+7	8	4	4	11	6	6	5	5	4	4	3

ELF [CON $\leq$ 17]: Darkvision, Ghoul immunity, Secret door (1-2), Surprised (1 in 1d6)

## Elf Thief

Level	XP	Hit Dice	Attack bonus	Saving Throws				Spells	Thieves Special Abilities						
				Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath		Open Locks	Rem. Traps	Pick Pock	Move Silent	Climb Walls	Hide	Listen
1	0	1d4	+1	13	12	12	16	13	25	20	30	25	80	10	30
2	1,250	2d4	+1	12	12	11	15	12	30	25	35	30	81	15	34
3	2,500	3d4	+2	12	12	11	15	12	35	30	40	35	82	20	38
4	5,000	4d4	+2	11	11	11	14	11	40	35	45	40	83	25	42
5	10,000	5d4	+3	11	11	11	14	11	45	40	50	45	84	30	46
6	20,000	6d4	+3	11	11	10	13	11	50	45	55	50	85	35	50
7	40,000	7d4	+4	11	11	10	13	11	55	50	60	55	86	40	54
8	75,000	8d4	+4	10	10	10	12	10	60	55	65	60	87	45	58
9	150,000	9d4	+5	10	10	10	12	10	65	60	70	65	88	50	62
10	225,000	9d4+2	+5	9	10	9	11	9	68	63	74	68	89	53	65
11	300,000	9d4+4	+5	9	10	9	11	9	71	66	78	71	90	56	68
12	375,000	9d4+6	+6	9	8	9	10	9	74	69	82	74	91	59	71
13	450,000	9d4+8	+6	9	8	9	10	9	77	72	86	77	92	62	74
14	525,000	9d4+10	+6	8	8	8	9	8	80	75	90	80	93	65	77
15	600,000	9d4+12	+7	8	8	8	9	8	83	78	94	83	94	68	80
16	675,000	9d4+14	+7	7	7	8	8	7	84	79	95	85	95	69	83
17	750,000	9d4+16	+7	7	7	8	8	7	85	80	96	87	96	70	86
18	825,000	9d4+18	+8	7	7	7	7	7	86	81	97	89	97	71	89
19	900,000	9d4+20	+8	7	7	7	7	7	87	82	98	91	98	72	92
20	975,000	9d4+22	+8	6	6	7	6	6	88	83	99	93	99	73	95

ELF [CON $\leq$ 17]: Darkvision, Ghoul immunity, Secret door (1-2), Surprised (1 in 1d6)

## Halfling Cleric

Level	XP	Saving Throws						Spells	Spells						Cleric vs. Undead (Hit Dice)								
		Hit Dice	Attack bonus	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath		1	2	3	4	5	6	1 HD	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD	9+
1	0	1d6	+1	7	8	10	13	11	-	-	-	-	-	-	13	17	19	No	No	No	No	No	No
2	1,500	2d6	+1	6	7	9	12	10	1	-	-	-	-	-	11	15	18	20	No	No	No	No	No
3	3,000	3d6	+2	6	7	9	12	10	2	-	-	-	-	-	9	13	17	19	No	No	No	No	No
4	6,000	4d6	+2	5	6	9	12	10	2	1	-	-	-	-	7	11	15	18	20	No	No	No	No
5	12,000	5d6	+3	5	6	9	12	10	2	2	-	-	-	-	5	9	13	17	19	No	No	No	No
6	24,000	6d6	+3	5	6	8	11	9	2	2	1	-	-	-	3	7	11	15	18	20	No	No	No
7	48,000	7d6	+4	5	6	8	11	9	3	2	2	-	-	-	2	5	9	13	17	19	No	No	No
8	90,000	8d6	+4	4	5	8	11	9	3	2	2	1	-	-	T	3	7	11	15	18	20	No	No
9	180,000	9d6	+5	4	5	8	11	9	3	3	2	2	-	-	T	2	5	9	13	17	19	No	No
10	270,000	9d6+1	+5	4	5	7	10	8	3	3	2	2	1	-	T	T	3	7	11	15	18	20	No
11	360,000	9d6+2	+5	4	5	7	10	8	4	3	3	2	2	-	D	T	2	5	9	13	17	19	No
12	450,000	9d6+3	+6	3	4	7	10	8	4	4	3	2	2	1	D	T	T	3	7	11	15	18	20
13	540,000	9d6+4	+6	3	4	7	10	8	4	4	3	3	2	2	D	D	T	2	5	9	13	17	19
14	630,000	9d6+5	+6	3	4	6	9	7	4	4	4	3	2	2	D	D	T	T	3	7	11	15	18
15	720,000	9d6+6	+7	3	4	6	9	7	4	4	4	3	3	2	D	D	D	T	2	5	9	13	17
16	810,000	9d6+7	+7	2	3	6	9	7	5	4	4	3	3	2	D	D	D	T	T	3	7	11	15
17	900,000	9d6+8	+7	2	3	6	9	7	5	5	4	3	3	2	D	D	D	D	T	2	5	9	13
18	990,000	9d6+9	+8	2	3	5	8	6	5	5	4	4	3	3	D	D	D	D	T	T	3	7	11
19	1,080,000	9d6+10	+8	2	3	5	8	6	6	5	4	4	3	3	D	D	D	D	D	T	2	5	9
20	1,170,000	9d6+11	+8	1	2	5	8	6	6	5	5	4	3	3	D	D	D	D	D	T	T	3	7

HALFLING [DEX≥9, STR≤17]: Ranged (+1), AC against large creatures (+2), Initiative (+1), Hide outdoors (90%), Hide indoors (70%)

## Halfling Fighter

Level	XP	Hit Dice	Attack Bonus	Saving Throws				Spells
				Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	
1	0	1d6	+1	8	9	10	12	13
2	2,000	2d6	+2	7	8	10	12	12
3	4,000	3d6	+2	7	8	10	12	12
4	8,000	4d6	+3	7	7	9	11	11
5	16,000	5d6	+4	7	7	9	11	11
6	32,000	6d6	+4	6	7	8	11	11
7	64,000	7d6	+5	6	7	8	11	11
8	120,000	8d6	+6	5	6	8	10	10
9	240,000	9d6	+6	5	6	8	10	10
10	360,000	9d6+2	+6	5	5	7	9	9
11	480,000	9d6+4	+7	5	5	7	9	9
12	600,000	9d6+6	+7	4	5	6	9	9
13	720,000	9d6+8	+8	4	5	6	9	9
14	840,000	9d6+10	+8	3	4	6	8	8
15	960,000	9d6+12	+8	3	4	6	8	8
16	1,080,000	9d6+14	+9	3	3	5	7	7
17	1,200,000	9d6+16	+9	3	3	5	7	7
18	1,320,000	9d6+18	+10	2	3	4	7	7
19	1,440,000	9d6+20	+10	2	3	4	7	7
20	1,560,000	9d6+22	+10	1	2	4	6	6

HALFLING [DEX $\geq$ 9, STR $\leq$ 17]: Ranged (+1), AC against large creatures (+2), Initiative (+1), Hide outdoors (90%), Hide indoors (70%)

## Halfling Thief

Level	XP	Hit Dice	Attack Bonus	Saving Throws					Thieves Special Abilities						
				Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells	Open Locks	Rem. Traps	Pick Pock	Move Silent	Climb Walls	Hide*	Listen
1	0	1d4	+1	9	10	9	13	11	25	20	30	25	80	70/90	30
2	1,250	2d4	+1	8	10	8	12	10	30	25	35	30	81	70/90	34
3	2,500	3d4	+2	8	10	8	12	10	35	30	40	35	82	70/90	38
4	5,000	4d4	+2	7	9	8	11	9	40	35	45	40	83	70/90	42
5	10,000	5d4	+3	7	9	8	11	9	45	40	50	45	84	70/90	46
6	20,000	6d4	+3	7	9	7	10	9	50	45	55	50	85	70/90	50
7	40,000	7d4	+4	7	9	7	10	9	55	50	60	55	86	70/90	54
8	75,000	8d4	+4	6	8	7	9	8	60	55	65	60	87	70/90	58
9	150,000	9d4	+5	6	8	7	9	8	65	60	70	65	88	70/90	62
10	225,000	9d4+2	+5	5	8	6	8	7	68	63	74	68	89	70/90	65
11	300,000	9d4+4	+5	5	8	6	8	7	71	66	78	71	90	70/90	68
12	375,000	9d4+6	+6	5	6	6	7	7	74	69	82	74	91	70/90	71
13	450,000	9d4+8	+6	5	6	6	7	7	77	72	86	77	92	70/90	74
14	525,000	9d4+10	+6	4	6	5	6	6	80	75	90	80	93	70/90	77
15	600,000	9d4+12	+7	4	6	5	6	6	83	78	94	83	94	70/90	80
16	675,000	9d4+14	+7	3	5	5	5	5	84	79	95	85	95	70/90	83
17	750,000	9d4+16	+7	3	5	5	5	5	85	80	96	87	96	70/90	86
18	825,000	9d4+18	+8	3	5	4	4	5	86	81	97	89	97	71/90	89
19	900,000	9d4+20	+8	3	5	4	4	5	87	82	98	91	98	72/90	92
20	975,000	9d4+22	+8	2	4	4	3	4	88	83	99	93	99	73/90	95

HALFLING [DEX $\geq$ 9, STR $\leq$ 17]: Ranged (+1), AC against large creatures (+2), Initiative (+1), Hide outdoors (90%), Hide indoors (70%)

## Human Cleric

Level	XP	Hit Dice	Attack Bonus	Saving Throws				Spells	Spells						Cleric vs. Undead (Hit Dice)									
				Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath		1	2	3	4	5	6	1 HD	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD	9+ HD	
1	0	1d6	+1	11	12	14	16	15	-	-	-	-	-	-	13	17	19	No	No	No	No	No	No	
2	1,500	2d6	+1	10	11	13	15	14	1	-	-	-	-	-	11	15	18	20	No	No	No	No	No	
3	3,000	3d6	+2	10	11	13	15	14	2	-	-	-	-	-	9	13	17	19	No	No	No	No	No	
4	6,000	4d6	+2	9	10	13	15	14	2	1	-	-	-	-	7	11	15	18	20	No	No	No	No	
5	12,000	5d6	+3	9	10	13	15	14	2	2	-	-	-	-	5	9	13	17	19	No	No	No	No	
6	24,000	6d6	+3	9	10	12	14	13	2	2	1	-	-	-	3	7	11	15	18	20	No	No	No	
7	48,000	7d6	+4	9	10	12	14	13	3	2	2	-	-	-	2	5	9	13	17	19	No	No	No	
8	90,000	8d6	+4	8	9	12	14	13	3	2	2	1	-	-	T	3	7	11	15	18	20	No	No	
9	180,000	9d6	+5	8	9	12	14	13	3	3	2	2	-	-	T	2	5	9	13	17	19	No	No	
10	270,000	9d6+1	+5	8	9	11	13	12	3	3	2	2	1	-	T	T	3	7	11	15	18	20	No	
11	360,000	9d6+2	+5	8	9	11	13	12	4	3	3	2	2	-	D	T	2	5	9	13	17	19	No	
12	450,000	9d6+3	+6	7	8	11	13	12	4	4	3	2	2	1	D	T	T	3	7	11	15	18	20	
13	540,000	9d6+4	+6	7	8	11	13	12	4	4	3	3	2	2	D	D	T	2	5	9	13	17	19	
14	630,000	9d6+5	+6	7	8	10	12	11	4	4	4	3	2	2	D	D	T	T	3	7	11	15	18	
15	720,000	9d6+6	+7	7	8	10	12	11	4	4	4	3	3	2	D	D	D	T	2	5	9	13	17	
16	810,000	9d6+7	+7	6	7	10	12	11	5	4	4	3	3	2	D	D	D	T	T	3	7	11	15	
17	900,000	9d6+8	+7	6	7	10	12	11	5	5	4	3	3	2	D	D	D	D	T	2	5	9	13	
18	990,000	9d6+9	+8	6	7	9	11	10	5	5	4	4	3	3	D	D	D	D	T	T	3	7	11	
19	1,080,000	9d6+10	+8	6	7	9	11	10	6	5	4	4	3	3	D	D	D	D	D	T	2	5	9	
20	1,170,000	9d6+11	+8	5	6	9	11	10	6	5	5	4	3	3	D	D	D	D	D	T	T	3	7	

## Human Fighter

Level	XP	Hit Dice	Attack Bonus	Saving Throws				Spells
				Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	
1	0	1d8	+1	12	13	14	15	17
2	2,000	2d8	+2	11	12	14	15	16
3	4,000	3d8	+2	11	12	14	15	16
4	8,000	4d8	+3	11	11	13	14	15
5	16,000	5d8	+4	11	11	13	14	15
6	32,000	6d8	+4	10	11	12	14	15
7	64,000	7d8	+5	10	11	12	14	15
8	120,000	8d8	+6	9	10	12	13	14
9	240,000	9d8	+6	9	10	12	13	14
10	360,000	9d8+2	+6	9	9	11	12	13
11	480,000	9d8+4	+7	9	9	11	12	13
12	600,000	9d8+6	+7	8	9	10	12	13
13	720,000	9d8+8	+8	8	9	10	12	13
14	840,000	9d8+10	+8	7	8	10	11	12
15	960,000	9d8+12	+8	7	8	10	11	12
16	1,080,000	9d8+14	+9	7	7	9	10	11
17	1,200,000	9d8+16	+9	7	7	9	10	11
18	1,320,000	9d8+18	+10	6	7	8	10	11
19	1,440,000	9d8+20	+10	6	7	8	10	11
20	1,560,000	9d8+22	+10	5	6	8	9	10

## Human Magic-User

Level	XP	Hit Dice	Attack Bonus	Death Ray or Poison	Saving Throws			Spells	Spells					
					Magic Wands	Paralysis or Petrify	Dragon Breath		1	2	3	4	5	6
1	0	1d4	+1	13	14	13	16	15	1	-	-	-	-	-
2	2,500	2d4	+1	13	14	13	15	14	2	-	-	-	-	-
3	5,000	3d4	+1	13	14	13	15	14	2	1	-	-	-	-
4	10,000	4d4	+2	12	13	12	15	13	2	2	-	-	-	-
5	20,000	5d4	+2	12	13	12	15	13	2	2	1	-	-	-
6	40,000	6d4	+3	12	12	11	14	13	3	2	2	-	-	-
7	80,000	7d4	+3	12	12	11	14	13	3	2	2	1	-	-
8	150,000	8d4	+3	11	11	10	14	12	3	3	2	2	-	-
9	300,000	9d4	+4	11	11	10	14	12	3	3	2	2	1	-
10	450,000	9d4+1	+4	11	10	9	13	11	4	3	3	2	2	-
11	600,000	9d4+2	+4	11	10	9	13	11	4	4	3	2	2	1
12	750,000	9d4+3	+4	10	10	9	13	11	4	4	3	3	2	2
13	900,000	9d4+4	+5	10	10	9	13	11	4	4	4	3	2	2
14	1,050,000	9d4+5	+5	10	9	8	12	10	4	4	4	3	3	2
15	1,200,000	9d4+6	+5	10	9	8	12	10	5	4	4	3	3	2
16	1,350,000	9d4+7	+6	9	8	7	12	9	5	5	4	3	3	2
17	1,500,000	9d4+8	+6	9	8	7	12	9	5	5	4	4	3	3
18	1,650,000	9d4+9	+6	9	7	6	11	9	6	5	4	4	3	3
19	1,800,000	9d4+10	+7	9	7	6	11	9	6	5	5	4	3	3
20	1,950,000	9d4+11	+7	8	6	5	11	8	6	5	5	4	4	3



## Human Thief

Level	XP	Hit Dice	Attack bonus	Saving Throws					Spells	Thieves Special Abilities					
				Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Open Locks		Rem. Traps	Pick Pock	Move Silent	Climb Walls	Hide	Listen
1	0	1d4	+1	13	14	13	16	15	25	20	30	25	80	10	30
2	1,250	2d4	+1	12	14	12	15	14	30	25	35	30	81	15	34
3	2,500	3d4	+2	12	14	12	15	14	35	30	40	35	82	20	38
4	5,000	4d4	+2	11	13	12	14	13	40	35	45	40	83	25	42
5	10,000	5d4	+3	11	13	12	14	13	45	40	50	45	84	30	46
6	20,000	6d4	+3	11	13	11	13	13	50	45	55	50	85	35	50
7	40,000	7d4	+4	11	13	11	13	13	55	50	60	55	86	40	54
8	75,000	8d4	+4	10	12	11	12	12	60	55	65	60	87	45	58
9	150,000	9d4	+5	10	12	11	12	12	65	60	70	65	88	50	62
10	225,000	9d4+2	+5	9	12	10	11	11	68	63	74	68	89	53	65
11	300,000	9d4+4	+5	9	12	10	11	11	71	66	78	71	90	56	68
12	375,000	9d4+6	+6	9	10	10	10	11	74	69	82	74	91	59	71
13	450,000	9d4+8	+6	9	10	10	10	11	77	72	86	77	92	62	74
14	525,000	9d4+10	+6	8	10	9	9	10	80	75	90	80	93	65	77
15	600,000	9d4+12	+7	8	10	9	9	10	83	78	94	83	94	68	80
16	675,000	9d4+14	+7	7	9	9	8	9	84	79	95	85	95	69	83
17	750,000	9d4+16	+7	7	9	9	8	9	85	80	96	87	96	70	86
18	825,000	9d4+18	+8	7	9	8	7	9	86	81	97	89	97	71	89
19	900,000	9d4+20	+8	7	9	8	7	9	87	82	98	91	98	72	92
20	975,000	9d4+22	+8	6	8	8	6	8	88	83	99	93	99	73	95

# OPEN GAME LICENSE

## INTRODUCTION

**Basic Fantasy RPG Charts and Tables** (hereinafter "the Supplement") is based on the System Reference Document v3.5 ("SRD"), which is Open Game Content. The text of the Open Game License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

**Designation of Open Game Content:** The entire text of the Supplement (except the Open Game License, as noted above) is Open Game Content, released under the Open Game License, Version 1.0a (reproduced below) as described in Section 1(d) of the License. Artwork incorporated in this document is not Open Game Content, and remains the property of the copyright holder.

**Designation of Product Identity:** Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names, including Basic Fantasy Role-Playing Game, Basic Fantasy RPG, and BFRPG, as well as the phrase "make mine Basic"; (B) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations, including the "eye" logo, which is the personal mark of Chris Gonnerman for his various products, and which is Copyright © 2002 Chris Gonnerman, and the "Scribbled Dragon," which is Copyright © 2005 Erik Wilson; (C) logos and trademarks, including any trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically excludes the open game content.

More information on the Open Game License can be found at:

<http://www.wizards.com/d20>

## OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress;

artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product

Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters Product Support, Copyright 2005, Troll Lord Games.

Basic Fantasy Role-Playing Game Copyright © 2006-2014 Chris Gonnerman.

**Basic Fantasy Role-Playing Game Charts and Tables Copyright © 2010 Simone Felli.**

**Basic Fantasy Ultimate Character Charts Copyright © 2011 John Fredericks and Sean D. Spencer.**